

KNIGHT RAMPAGER

M	T	SV	W	LD	OC	
12"	11	3+	26	6+	10	5+*

AUFSTELLUNG

1x Knight Rampager

Equipped with: Diabolus heavy stubber, ► Reaper chainsword - strike, ► Reaper chainsword - sweep, ► Warpstrike claw - strike, ► Warpstrike claw - sweep

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Diabolus heavy stubber RAPID FIRE 3	36"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Reaper chainsword - strike SUSTAINED HITS 1	Melee	6	2+	14	-4	6
► Reaper chainsword - sweep SUSTAINED HITS 1	Melee	18	2+	9	-3	2
► Warpstrike claw - strike SUSTAINED HITS 1	Melee	6	2+	20	-3	8
► Warpstrike claw - sweep SUSTAINED HITS 1	Melee	12	2+	10	-2	3

ABILITIES

RULES - Deadly Demise D6, Harbingers of Dread, Super-Heavy Walker

*Invulnerable Save

This model has a 5+ invulnerable save against ranged attacks.

Bloodlust

Each time this model makes a Charge move, until the end of the turn, its melee weapons have the [Devastating Wounds] ability.

Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Frenzied Rampage (Aura)

While a friendly War Dog model is within 9" of this model, each time that War Dog model makes a melee attack, re-roll a Hit roll of 1.



WEAPON RULES

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

